Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 10546-109 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) TYPE ____ (Column 2) OR **SMALL ENTITY TOTAL CLAIMS** RATE FEE **RATE** FEE **FOR** OR BASIC FEE NUMBER FILED **BASIC FEE NUMBER EXTRA** 385.00 770.00 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 =X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL 527 TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY OR **SMALL ENTITY** (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL ENDMENT RATE TIONAL **AFTER PREVIOUSLY EXTRA AMENDMENT** FEE PAID FOR FEE Total Minus X\$ 9= X\$18= OR Independent Minus *** X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** NDMENT RATE TIONAL AFTER **PREVIOUSLY EXTRA** RATE TIONAL **AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR 竝 Ind pendent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ပ ADDI-ADDI-REMAINING NUMBER PRESENT MENT **AFTER PREVIOUSLY** RATE TIONAL **RATE** TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE AMEND Total Minus X\$9=X\$18= OR Independent Minus *** X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ADDIT. FEE ****If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." ADDIT. FEE The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.